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3-2-1 Experiencing Different Technologies in EDU 221

3 Content Creation and Editing Software Packages

Use each of the three different software types on a project for EDU 221. Project possibilities include: MEL, Emerging Technology Team Presentation, Classroom Management Presentation, Unit Student Sample for Dr. Theresa, Lesson Student Sample for Dr. Grace, End of Semester Reflection for Dr. Grace, Project in Your Practicum Class (describe the project)

❖ Audio Recording Software (GarageBand, Audacity, etc.)

Which software did you use? GarageBand

For which project did you use this software? CM Presentation movie

List at least 3 features of this software that you personally used (where you had control of the mouse and/or keyboard) that were **new to you**:

1. The voice manipulation feature was completely foreign before this point. We didn't end up using it in the video, but we played around with it at first, and thought it was really cool.
2. The different tracks you could add to the audio created a cool way to make the audio your own and add more oomph to it.
3. Muting a certain track was also new to me. It helped when trying to listen to one specific aspect of the audio.

How could you use this software in your future classroom? (Give specific example(s) in your concentration.) I think that GarageBand can be used in my classroom by having the students either create a song, a podcast, or add an additional soundtrack to a video file. I think it's a cool way for students to express themselves and engineer a new mode of showing what you have learned. The students can create a song about graphing linear equations and how important it is to know when solving real life situations.

❖ Comic Making Software (Comic Life, MashON, etc.)

Which software did you use? Comic Life, and storyboardthat.com

For which project did you use this software? I used this software for my Meaningful Engaged Learning project.

List at least 3 features of this software that you personally used (where you had control of the mouse and/or keyboard) that were **new to you**:

1. Creating the comics graphics on storyboardthat.com was new to me and fun to make it completely my own.
2. Adding my own theme to the comic made it easier for me to make it my own and visually appealing
3. Adding the captions on top of the thought bubbles was a new concept for me. It gave a more realistic depiction of a comic book.

How could you use this software in your future classroom? (Give specific example(s) in your concentration.) I like storyboardthat.com more than Comic Life, and I would make it up to my student's desecration. I would have my students use this software as much as they could with mathematics. I think it's an interesting way to portray a problem and solution. The students can create a comic of graphing characteristics that express how they work together to make a visual form of a linear equation.

❖ Movie Editing Software (iMovie, Windows Movie Maker, etc.)

Which software did you use? iMovie

For which project did you use this software? CM Textbook Presentation

Did you do the project alone? With a partner? With a group of 3 or more? With a partner- Allison Fortin

List at least 3 features of this software that you personally used (where you had control of the mouse and/or keyboard) that were **new to you**:

1. The clip meshing was definitely new to me. It was easier to put together each aspect of the film to make the final product.
2. The built in GarageBand tracks were really cool to explore. It made making the soundtrack a ton more easier than the previous adding an mp3.
3. The themes and filters used were new that I have not used before. This made it a little more professional and interesting to watch.

How could you use this software in your future classroom? (Give specific example(s) in your concentration.) iMovie is a strong tool for students to use because it gives them the power to edit and make it a professional presentation. I would use this in the class for a lot of projects. The students could create a movie where they would use linear equations in real life to solve a problem that had come up during that day.

2 Operating Systems

Familiarize yourself with two computer operating systems: the one on your laptop and one other that you haven't used before.*

Operating system possibilities: Mac OS, Windows [XP, Vista, 7], Linux, iOS [on the iPhone/iPad/iPod Touch], Unix, Android, Windows CE [mobile Windows devices]

**If your laptop is new this semester AND it's a different operating system than your last personal computer, the operating system on your laptop counts as your "new" operating system. Just explain your situation for the answer to the first question.*

***If you have used three or more operating systems, skip these questions, do not try yet another operating system (unless you want to), and instead, write a paragraph describing three of the operating systems you've used, how they compare, how you keep them straight when you switch back and forth between them, and what strategies help you learn new operating systems.*

The three operating systems I have used are Mac OS, Windows, and Android. I have found that anything OS I enjoy, iOS and Mac OS, most. I've been experimenting with different platforms since my sister and I shared our own computer (when I was 7). Windows seems to work and I'm familiar with, but the speed of responses are more delayed then I would like. I also like the organization of OS more. Android was another operating system that I didn't mind. The only problem I had was the response glitches and the timing as well. It was organized fairly well.

I'm usually pretty good at remembering which function goes with what software. A lot of times people get confused that copy is control-c on Windows, but command-c on MacOS. I don't have trouble differentiating between the three softwares because my muscle memory is good at knowing what I have to do.

The biggest strategy I use for learning a new software is exploring. Clicking on every setting I see and what it does tells me the capabilities of the software, but also tells me the location of a possible solution to a problem I may one day come across. If I see a setting that changes speech accents, that tells me there is a speech option. That's when I go exploring for the speech settings and find out other options as well.

1 Web 2.0 Communication Tool

Take a risk and pick a Web 2.0 tool you've never used before, figure out how to use it, and then use it on at least one blog entry or project.

- What Web 2.0 tool did you use (name it and give the URL)? Non-edit video- <http://studio.stupegflix.com/v/cLdezLwdIB/>
- How did you find out about it? <https://cooltoolsforschools.wikispaces.com>
- For what blog entry or project did you use it? Wes Fryer's Ch. 6- Video chapter response.
- What did it do that you liked? I really liked that I was able to post it to anywhere and I had the option to edit and create themes. I would have really taken advantage to that if it were a no-edit video. It's cool that you can record right on the site and add features to your desire.
- What did it do that you didn't like (what frustrated you, what features were too hard to figure out, etc.)? It seemed to take a little while to process the video. The website also seem like it doesn't cater to a large audience.
- Would you consider using it in your classroom? Why or why not? I think there are better websites I could use that do the same thing. I don't see a problem with using it, but nothing struck me as individuality where I would chose this tool over others.